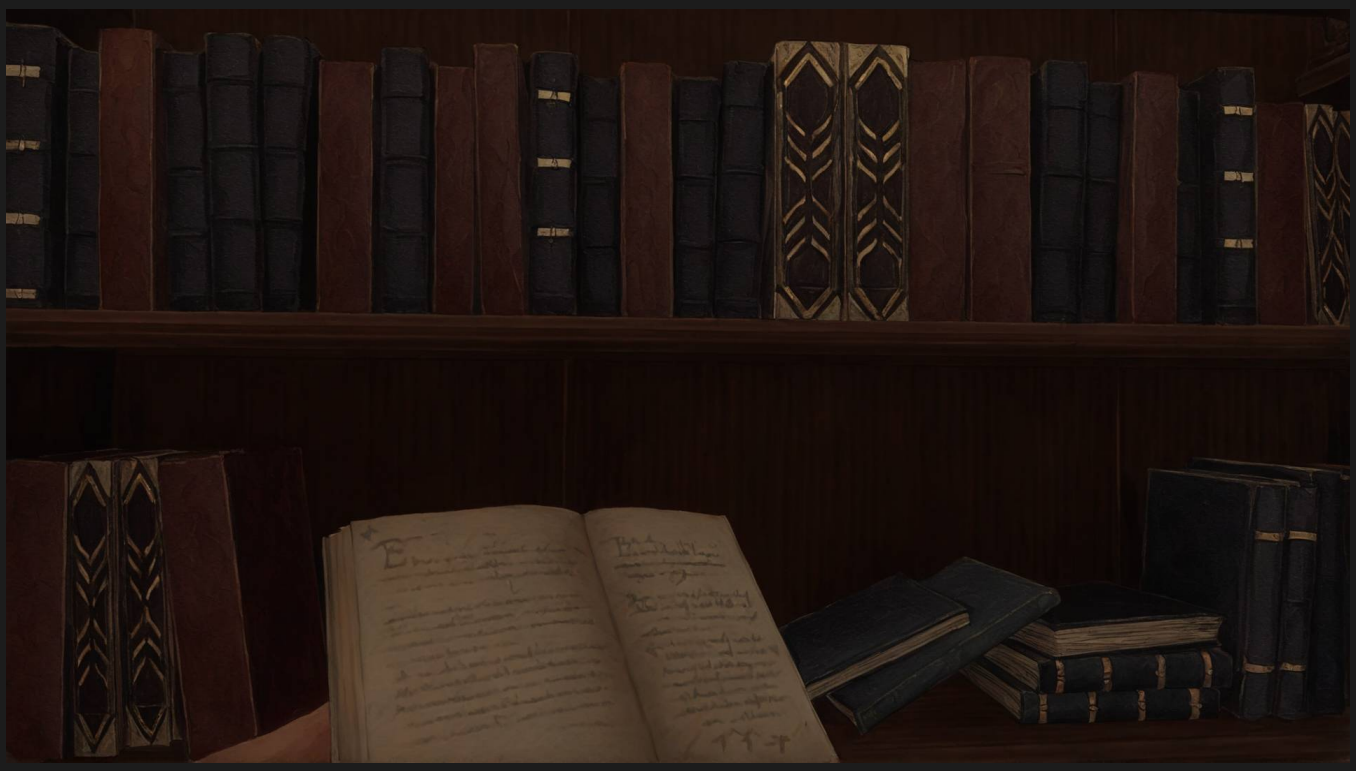
Tales of the Five Companions

CC BY-NC-SA To the Greatest Extent Possible.
Written by Arum Selador.
Illustrations by Arum Selador, screen2image(Eso), Ai, Protein Synthesis, and Whatever Astrological Signs Were in the Sky at the Time.

"This work is based on Fate Core System and Fate Accelerated Edition (found at https://www.faterpg.com/), products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (https://creativecommons.org/licenses/by/3.0/)."

"This Add-on is not created by, affiliated with or sponsored by ZeniMax Media Inc. or its affiliates. The Elder Scrolls® and related logos are registered trademarks or trademarks of ZeniMax Media Inc. in the United States and/or other countries. All rights reserved."

Tales of the Five Companions is a Table Top Role Playing Game taking place in the world of Elder Scrolls, using Fate Core as its rule system. All page numbers are for Fate Condensed unless otherwise noted. Fate is a Tool Kit that the Gamemaster uses to tell a story. The rules in the Fate Books are not exactly the same as the rules in this book, and the rules in this book are not exactly the same as the rules for your table. It is assumed that the Gm is able to understand the situation, and can adapt to it. So just roll what the Gm tells you to. The Gm is the only one who needs to know the rules. If this is a Pick Up Group One Shot, do not spend too much time making your character, reading, or worrying about understanding the rules. It is assumed that Pug1s do not know what they are doing. If you are interested, you can always read more about it later. Fate Core can be downloaded for tips, including for free, at (https://fate-srd.com/).
Please tell your Game Master what you would be interested in playing immediately, before making your Character, so it has more time to prepare. If the Gm has something in mind already, it should let you know before Character creation. Do this now, before continuing to read.



Character Creation (Fate Condensed p.4)
Character creation is vaguely similar to Morrowind. You will be asked a series of question, then choose your skills. You may need to define a few skill options as well. Your Character will be sent to the Gm via in game mail. When you are finished, your character should look something like this.

Adfindawyn the Altmer Exemplar.
It is my duty to always demonstrate the proper way to proceed.
Never admit to being wrong or ignorant about anything.
Member in high standing of the Sumerset Guild of Pedantic Instructional Institutions.
Always clean, proper, and appropriate.
Apprentice.

Artificing, Command
Conjuration, Reputation(Academics)
Lore(cross cultural table manners), Mysticism
Destruction(Lightning), Rapport

Summon
Axiomatic Stonewisp
Cognition
Lore

Improve Armor
Rune covered robe.

Improve Weapon, Debilitating Poison
Magic staff of Lightning. Stuns instead of poisons.

Enchantment
Tome of All Knowledge. An extra dimensional encyclopedia that contains more pages then could possibly fit in one book.

Now, open a new message in the messenger, and address it to your Gm.

Aspects (Fate Condensed p.4)
Aspects are a single sentence that explains your Character, and should preferably be both useful and problematic. Define your Character Aspects by answering the following Questions and listing them at the top of the message.

High Concept
What is the overarching explanation of who you are?

Motivation
You will be confronted with many difficult problems. It would be easier for you to just avoid them, but you choose not to, you choose to get involved. Why?

Moral
What is something that you would always do or never do?

Social
How do you relate to society? What is your profession, your social standing? Who are your friends, your enemies?

Personal
What is something unique about your personage, your body, your mind, the way you look or act? What are you innately good or bad at?

Mundis Sign
What Mundis Sign where you born under?
The Warrior, Lady, Lord, Steed?
The Thief, Shadow, Tower, Lover?
The Mage, Apprentice, Atronach, Ritual?
Or maybe the Serpent?

Skills (Fate Condensed p.6)
Choose your skills. You have two at each level. You gain all the Stunts (Fate Condensed p.10) indicated by your skill level. List your skills, each rank on one line, separated by a comma.

Warfare, Rapport, Command, Athletics.
Destruction, Restoration.
Survival, Infiltration, Reputation, Deceive.
Illusion, Alteration.
Cognition, Lore, Artaficing, Perception.
Mysticism, Conjuration,
and Luck.

If the skill has a specialization, place it next to the skill, in parentheses.

Destruction(+1), chose an element from fire, lightning, ice.

Lore(+2), chose an academic specialization.

Reputation(+3), chose a group of people you are good at influencing.

At the bottom, append any stunt specifications or modifications, with the name of the stunt modified.

Conjuration(+2), grants a Cohort. It gets a High Concept and Average(+1) skill.

Conjuration(+3), grants your Cohort an additional skill at Fair(+2). Append this to the Summons description.

Artificing(+1), grants you improved armor. Briefly describe this.

Artificing(+2), grants you improved weapons. Briefly describe this.

Artificing(+3), grants you poisoned weapons. State which weapon.

Artificing(+4), grants you a magic item. Briefly describe this.

Character Sheet Structure

High Concept
Motivation
Moral
Social
Personal
Mundis Sign

Great+4(Spec), Great+4(Spec)
Good+3(Spec), Good+3(Spec)
Fair+2(Spec), Fair+2(Spec)
Average+1(Spec), Average+1(Spec)

Skill
Specification or modification.

Stunt
Specification or modification.

You can select the text of the message and hit ctr-c to copy it to the clipboard if wanted. Now send the message to Gm. The next section of this book, contains Skill and Stunt descriptions. You might want to read about your Stuns. The last page has some information concerning specific rules mentioned by the Stunts.

--Warfare--

Warfare represents your ability to fight. It is used to attack in melee.

-Formation-
Once per session, or with a Fate Chip, you can Reroll another targets attack, using your Warfare. This usually dose not take your Action, but you must be in a position to help the target.

-Riposte-
If someone attacks you and you Critically Succeed on the defence, you can make an immediate attack, rather then gain a boost.

-Evasion-
Once per session, you can completely negate a source of damage.

-Berserker-
Wounds you take have one less free invoke.

--Rapport--

Rapport represents your ability to get along with others. It is used to befriend others and treating mental wounds.

-Parley-
Once per session or with a Fate Chip, you can Roll to deescalate a violent situation to a non violent one, or escalate a non violent situation to a violent one. Unless the cause of the situation is changed, the situation may revert to its original state. This ability is only consumed when successful.

-Charity-
When you use Team Work, you provide an additional Average(+1) bonus, typically a total bonus of Fair(+2).

-Console-
If you Critically Succeed when treating a Mental Wound, you reduce the wound by one level.

-Polemic-
You gain an Average(+1) bonus when trying to convince a crowd to take action.

--Command--

Command represents your ability to resist or express domination. It is used to stand your ground and be assertive.

-Provoke-
Convince someone to attack you. The target attracts first, but it will be obvious that you are provoking it.

-Stress Resistance-
You gain an additional 3-point Stress Box.

-Terrifying Visage-
You can make people feel nervous just by being there. Once per session, or with a Fate Chip, you can attempt to Intimidate all targets of your choice in your zone, with out doing anything overtly hostile, or taking an action. This ability is only consumed when successful, but can only be attempted once per scene.

-Stress Resistance Major-
You gain an additional 4-point Stress Box.

--Athletics--

Athletics represents your ability to control your body. It is used to dodge, run, and lift.

-Tough-
You gain an additional Minor(-2) Wound.

-Charge-
You gain a Average(+1) Bonus to your first physical action in a Conflict.

-Extra Tough-
You gain an additional Moderate(-4) Wound.

-Hale and Hearty-
When some thing attempts to Treat your Wounds, they gain an Average(+1) bonus. In addition, once per session, you may attempt to Treat one of your own wounds with Athletics. This is a passive ability, it dose not take an action. It can be done while sleeping or unconscious. If unsuccessful, this ability is not consumed, but can only be attempted once per Scene. It can not be used in the same Scene that you took the wound.

--Destruction--

Destruction governs the elements. It is used for magical combat.

-Elemental Bolt-
You may attack at range with your chosen element.

-Elemental Blast-
Once per session, or with a Fate Chip, you may attack every thing in your zone or an adjacent zone, potential including yourself, with your chosen element.

-Ward-
The target of your Ward gains an Average(+1) bonus to resist magical and elemental damage. You can spend a Fate Chip to ward a different target, but can only have one ward active at a time.

-Elemental Overload-
Once per session, you can damage everything in your zone excluding yourself. This has an additional effect depending on your chosen element. Fire, on the targets next action it must take a fire damage attack based off your Destruction. Lighting, the attack cannot be Evaded, Skirmished, Shielded, reduced with stress, or Improved Armor. This lighting attack can still be reduced with the targets skill roll, a Wound, Fate Chips, and Ward. Ice, the targets lose there next action, due to being frozen.

--Restoration--

Restoration governs the body. It is used for magical healing.

-Heal-
If you Critically Succeed when treating a Physical Wound, you reduce the Wound by one level.

-Enfeeble-
You gain an Average(+1) bonus to create the Condition *Feeble* on a target, making the target both physically and mentally weak.

-Panacea-
You gain an Average(+1) bonus when trying to cure diseases, poison, toxins, and similar. What can and cannot be cured with this is at the Game Masters discretion.

-Grand Healing-
Once per session, you can completely heal a Wound on a target. Roll against the Wound Threshold. This takes an action and normally can only be used on Wounds of Severe(–6) or lower. If unsuccessful, this ability is not consumed, but can only be attempted once per Scene.

--Survival--

Survival represents your ability to function in diverse environments. It is used to attack at range, and treat Wounds with bandages.

-Gambit-
Once per session, you can attempt something particularly risky. You Roll with one Die Fate times four, instead of four Dice Fate. If you roll a zero, you must Reroll. Otherwise, this result cannot be Rerolled. If you roll a Lousy(-4), this ability is not consumed and creates a Negative Aspect with a Free Invoke. If you roll a Great(+4), this ability is consumed, and creates a Positive Aspect with a Free Invoke. These Aspects can not be Invoked on this roll.

-Trapper-
Once per session you can declare that you set a trap at a location in the past, so long as you had the means and opportunity to do so. If the trap is not set off, this ability is not consumed.

-Raptor Eye-
You can attack with ranged weapons at longer range with reduced penalty.

-Skirmish-
Once per session or with a Fate Chip, you can Reroll a defence verses an attack originating in your zone, using Survival. If this is successful, you immediately move to a different zone, and gain Full Defence, usually a Fair(+2) bonus, until the beginning of your next Action. This ability can not be used if you can not move to a different zone.

--Infiltration--

Infiltration represents your ability to do things unnoticed. It is used for stealth and picking locks.

-Shadow Warrior-
If your target is unaware of your position, you can attack with your Infiltration against your targets Perception. Your target gains a Fair(+2) bounds to its defence. If the attack is successful before mitigation with Stress or Wounds, your target will remain unaware of your position.

-Contortionist-
You can fit in places, and escape from bonds, that one of your stature generally can not.

-Invisible Aura-
You can use Infiltration to remain undetected by magical and preternatural effects, such as Unseen Sight or Danger Sense. This also alow you to chose to appear normal to magical scrying and attempts to see hidden magical abilities or effects on you. This may make you immune, or give you a bonus, or alow you to give a false presentation, dependent on the situation. You can suppress this ability if desired.

-Silent Stride-
You generally do not make much noise unless you want to, or have to. You can move at full speed while sneaking, and can usually sneak without being overtly suspicious.

--Reputation--

Reputation represents your ability to influence others. It is used for wealth, station, and fame.

-Gear-
Once per session or with a Fate Chip, you may Roll to determine that you have a piece of gear, so long as you had a reasonable method to acquire it at some time in the past. If unsuccessful, this ability is not consumed.

-Etiquette-
If you fail a social interaction, you may add your Reputation to mitigate the failure. If adding your Reputation would have constituted a success, then you still fail, but do so gracefully.

-Appealing Apparel-
Your clothes and mannerisms are appealing to a specific group of people. You gain an Average(+1) bonus to social interactions with that group. You need not necessarily be as you seem. You may be, or you might just know how to appear so.

-Amnesty-
You may use Reputation in order to avoid being held responsible for committing a crime, due to your wealth, reputation or social standing.

--Deception--

Deception represents your ability to lie. It is used to confuse people.

-Shirk Blame-
You can use Deception to redirect hostility from one thing to another.

-Faint-
Once per session or with a Fate Chip, you can Reroll an attack with Deception.

-Mimicry-
You can imitate other things. Such as acting like a particular person, or making animal noises, or similar. In order to be convincing, you might need a disguise or Phantasmal Mirage.

-Delayed Consequences-
Once per session, you may Reroll with an automatic maximum result of Great(+4). This can only be used if you can justify it with some sort of deception that will cause problems for you in the future. Eventually the deception will be discovered, creating a Complication.

--Illusion--

Illusion governs the mind. It is used for mental manipulation.

-Charm-
Once per session or with a Fate Chip, you can Reroll a social interaction with Illusion magic.

-Invisibility-
Once per session, you can turn invisible for a scene. While invisible, you can use Infiltration to remain undetected, even when out in the opened. Invisibility negates the Fair(+2) bonus to your targets defence when using Shadow Warrior.

-Phantasmal Mirage-
You can make simple sensory illusions in your current zone and adjacent zone. The complexity, size, and duration determines the difficulty of the illusion. If you try to make an illusion of a specific person, place or thing, you also need Mimicry.

-Mind Dagger-
You can make a magical mental attack at range with your Illusion against their Cognition.

--Alteration--

Alteration governs Nirn. It is used for physical manipulation.

-Wind Walker-
Once per session or with a Fate Chip, you can Reroll an attempt to jump or fall using Alteration. This can be used for the benefit of another target.

-Shield-
Once per session or with a Fate Chip, you can Reroll a physical or elemental defence using Alteration. This can be used to defend another target.

-Telekinesis-
Once per session or with a Fate Chip, you can manipulate objects in your zone or an adjacent zone at range, without physically touching them. Generally this requires the same access to the object as if you were there, but can occasionally act as tools. You may also need other skills to preform the task. For instance, it allows picking a lock using Infiltration without a pick and at range.

-Elemental Adaptation-
Once per session or with a Fate Chip, you can give the Party an adaptation that allows them to function in a hostile environment. Such as water breathing. This generally lats a scene.

--Cognition--

Cognition represents your ability to think. It is used for figuring things out.

-Tactical Analysis-
When you take Full Defence during a Conflict, you can roll Cognition against a targets Deceive. If you succeed, you gain a Boost against that target. This Boost must be used on your next action, or it is lost.

-Situational Analysis-
Once per Scene, you can Roll Cognition against Fair(+2). If you succeed you learn one new Aspect of the scene. If this Critically Succeeds, you gain a free invoke on this Aspect. In addition, the Game Master might have you deicide what the Aspect is. If this ability Fails it is consumed, but can still be used next scene.

-Psychological Analysis-
Once per Scene, you can Roll Cognition against the targets Deceive. If you succeed, you learn one of the targets Aspects. If this Critically Succeeds, you gain a free invoke on this Aspect. In addition, the Game Master might let you chose which Aspect, or have you decide what the Aspect is. You may only use this to learn one Aspect on a particular target. Once it succeeds, you can not use it to learn a second Aspect on the same target. This can be used to learn a different, additional Aspect then learned from Empathy. If this ability Fails it is consumed, but can still be used next scene.

-Reconsideration-
Once per session or with a Fate Chip, immediately after rolling the dice, you can change your mind and not take the Action. You lose the roll and cannot retry the aborted action. Your Character will have determined the general difficulty of the action. This can be used for another target, but only if you have the opportunity to communicate with that target and have the targets consent.

--Lore--

Lore represents your ability to learn. It is used for knowledge.

-Book Learning-
Once per session, you can Reroll any skill using Lore, so long as you could reasonably have read about it. This can be used to benefit another Character, so long as you have the time to impart the knowledge to them.

-Academic Specialization-
Choose a type of lore that you are particularly familiar with. You gain an Average(+1) bonus to Lore for that field of study.

-Mnemonist-
Once per session, you can perfectly recall one piece of information that you have previously been exposed to. Examples include, the exact wording of a pome or song, everything written on a page of a book you saw briefly years ago, all known traits of an individual you only met once, the direction traveled through a maze, what you ate for breakfast 12 years and 153 days ago. This can be done as a Reroll, granting an Automatic Success, so long as no resources have been spent.

-Infinite Archive-
Once per session, you attempt to answer a question by exploring the Infinite Archive. You enter a meditative trance, and have an abstract dream like vision of the answer. These visions are often confusing and misleading. The difficulty is determined by the difficulty of the question. The quality of the answer is determined by the Margin of Success.

--Artificing--

Artificing represents your ability to create. It is used for engineering, enchanting, alchemy, and treating Wounds with alchemical components.

-Improve Armor-
The user of your superior armor gains an Average(+1) bonus to resisting physical and elemental damage. You can spend a Fate Chip to improve a different set of armor, but can have only one improved armor at a time.

-Improve Weapon-
The user of your superior weapon gains an Average(+1) bonus to deal damage. You can spend a Fate Chip to improve a different set of weapons, but can have only one improved set of weapons at a time.

-Debilitating Poison-
Wounds dealt with your poisoned weapon come with an additional Free Invoke. You can spend a Fate Chip to poison a different weapon, but only one weapon can be poisoned by you at a time.

-Enchantment-
You can enchant a piece of gear to be more effective. When using the enchanted gear, the user gains an Average(+1) bonus to rolls that use this gear. You can spend a Fate Chip to enchant a different piece of gear, but can have only one enchantment active at a time.

--Perception--

Perception represents your ability to observer your surroundings. It is used for detection and empathy.

-Empathy-
If you Critically Succeed when reading a person you may choose to learn one of the Targets Aspects, with a Free Invoke, instead of gaining a boost against that target. In addition, the Game Master might let you chose which Aspect, or have you decide what the Aspect is. You may only use this to learn one Aspect on a particular target. Once it succeeds, you can not use it to learn a second Aspect on the same target. This can be used to learn a different, additional Aspect then one learned from Psychological Analysis.

-Danger Sense-
You can use Perception to preternaturally feel a sense of danger, even if it could not normally be detected.

-Situational Awareness-
When you are attacked by multiple targets at the same time, you gain an Average(+1) bonus to defence. When attacked by multiple targets in the same round, it benefits defences after the first attack, not including the first. When attacked by multiple targets in the same attack, such as Team Work, it can be beneficial immediately. Create a Condition can sometimes be considered an attack.

-Appraise-
You can use Perception to preternaturally approximate the power magnitude of things. For instance, the most skilled opponent in a fight or the most expensive object in a room.

--Mysticism--

Mysticism governs magic. It is used for manipulating magic itself.

-Unseen Sight-
You can see things that are only magically visible, such as latent magical energy or invisible spirits. If the target is intentionally trying to remain undetected, such as with Invisibility, it requires a Roll. There might also be a Roll to notice something unobvious. Unseen Sight can be used to see thru Phantasmal Mirage, or sense a casting of Charm.

-Annulment-
You can dispel magical effects.

-Soultrap-
When you deal a Wound, you can choose to consume one Free Invoke on the Wound in exchange for a boost that lasts until the end of the scene.

-Precognition-
Once per session, you can completely undo an action. This can be done at anytime, even after the outcome has been decided, until the outcome actually happens. If any rolls have been made, there lost. If any resources have been spent, there refunded. This can be used at any time or for any thing, so long as the user is aware of the thing that is happening.

--Conjuration--

Conjuration governs the planes. It is used for summoning and travel.

-Banish-
You may attack aberration such as Deadra, Antoches, and Undead at range with your Conjuration against there Conjuration.

-Summon-
You have a Cohort with a High Concept, and a skill at Average(+1). It has neither Stress nor Wounds unless granted by Stunts. You must spend a Fate Chip to summon your Cohort for the Session. Once summoned it is available for the entire Session, unless Taken Out. If your Cohort is Taken Out, it can be resummoned or replaced at the cost of a Fate Chip, after no less then one full Session. So, for instance, if it is lost in the middle of a Session it cannot be resummoned until the middle of the next Session.

-Grand Summons-
Your Cohort gains an additional skill at Fair(+2).

-Blink-
Once per session or with a Fate Chip, you can teleport to a location in your zone or an adjacent zone. You must have both Line of Sight and Line of Effect, but this allows you to pass thru small holes that you would not usually be able to pass thru.

--Luck--

Luck governs things that you have no agency over. It is used for random chances.

-Refreshing-
You gain one additional Fate Chip.

-Refresher-
You gain one additional Fate Chip.

-Refreshed-
You gain one additional Fate Chip.

-Refreshment-
You gain one additional Fate Chip.

Roll (Fate Condensed p.13)
When told to Roll, you roll Four Dice Fate, add your skill and any bonuses. To roll in chat use the command "/roll 4d3-8". If you Reroll with another skill, then add that skill to the roll instead.

Roll Outcomes (Fate Condensed p.15)
Critical Fail. Roll < Tn - 3. Roll = (-3) or lower.
Fail. Roll < Tn. Roll = (-1, -2)
Tie. Roll = Tn. Roll = (0)
Success. Roll > Tn. Roll = (+1, +2)
Critical Success (Success with style). Roll > Tn + 3. Roll = (+3) or higher

Tie (Fate Condensed p.17)
The Gm has broad freedom to interpret a tie. Usually if you Roll against a static Target Number, a tie is a success, but this won't always be true. It depends on the situation and the Gm's choice.

Team Work (Fate Condensed p.32)
If you help another on there Roll, they gain an Average(+1) bonus. This can be increased with the stunt Charity from Rapport.

Full Defence (Fate Condensed p.48)
You can spend your action to defend yourself or something else. This normally grants you a Fair(+2) bonus to defence.

Cohorts
A Cohort is a friendly Npc that travels with your Character. The Gm is technically in control of your Cohort, but will usually let you decide what it dose. A Cohort can grant you Team Work (Fate Condensed p.32), and can be used as Expendable Minion Armor (Fate Condensed p.54), taking a hit for you.

Mobs (Fate Core p.216)
It is common for Npcs to gang up and attack a Character with a single Attack. This generally works as a combination of Team Work (Fate Condensed p.32) and Expendable Minion Armor (Fate Condensed p.54).

Stress (Fate Condensed p.35)
Stress is used to avoid taking damage in a Conflict. You Start with a 1-point Stress Box and a 2-point Stress Box. Additional Stress Boxes can be gained with the skill Command. There is only one Stress Track.

Wounds (Consequences) (Fate Condensed p.35)
Wounds are used to take damage in a conflict. You start with a Mild(–2), a Moderate(–4) and a Severe(–6) Wound Box. Additional Wound Boxes can be gained with the skill Athletics. Wounds are a specific mechanic for taking damage during a conflict. Not all injuries are Wounds, and not all Wounds are injuries.

Healing Wounds (Consequences) (Fate Condensed p.38)
In order to heal a Wound it must first be Treated. Roll against the inverted Wound modifier, typically using Restoration, Survival with bandages, or Artificing with alchemical components. If this succeeds, the Wound will still need to heal. It takes Mild(-2) one scene, Moderate(–4) one session and a Severe(–6) one arc. Healing dose not start until the wound is Treated. If a Mild Wound is Treated in the middle of a scene, then it will be Healed by the middle of the next scene. In Fate, every roll progresses the story. If you fail to Treat a Wound, you may need to find another way to deal with it.

Fate Chips (Fate Condensed p.24)
You start with three Fate Chips. More Fate Chips can be gained with the skill Luck or from Compels.